

SPECTRUM/AMSTRAD/C64

# SOFTWARE HOUSE





# SOFTWARE HOUSE



**SPECTRUM 48/128K**  
**BUSINESS**  
**STRATEGY**



## FEATURES

Games  
Conversions  
Banks, Fairs  
Staff, Stock  
Sell Old Games  
Packaging  
Artwork  
Promotions  
Magazines  
Poke's & Maps  
Negotiate  
Company Name  
Quarterly Accounts

Games %  
Software Chart  
Duplicating  
Advertising  
Royalties  
Overheads  
Turnover  
Sales Figures  
Upgrades  
Distributors  
Tax, V.A.T.  
Quit Option  
+ Much More

**BIG TIME!**  
INTERNATIONAL DISTRIBUTOR  
SIGNED HAS SIGNED UP ONE OF  
CULT'S TITLES. SALES ARE  
EXPECTED TO MULTIPLY.

RK9	8318
JOHN DENZIES	2078
MM SMITHS	2078
BOODS	1863
VIXONS	1247

**SOFTWARE HOUSE CULT**  
PRINCIPLE PAID  
DATE: JUL STATUS: 17  
STAFF: 7 TURNS TO GO: 17  
GAMES: 4 TASKS LEFT: 151  
SELECT: 20R FAIR BOOKED: 185  
CONVERS: 1 MARKET FORCE: 19  
BALANCE: £-6832

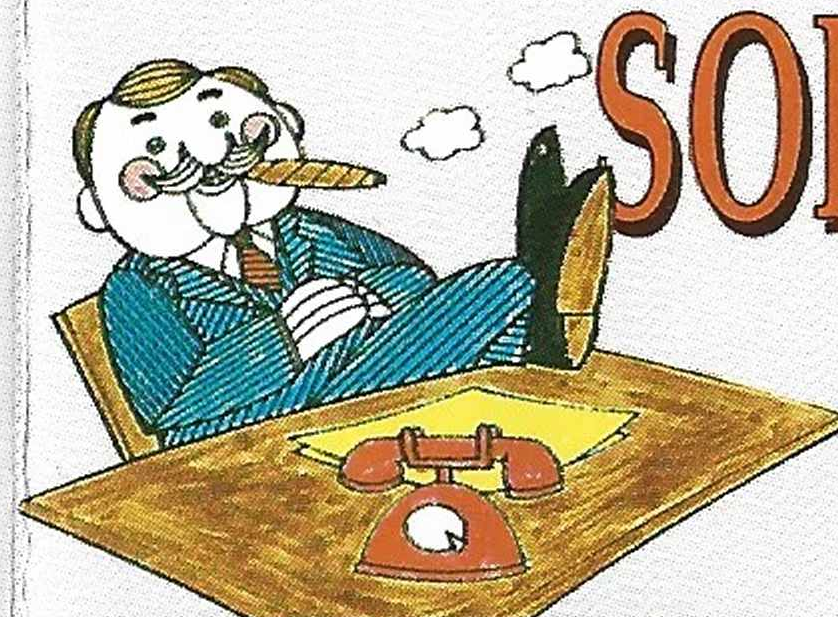
**OPTIONS**  
INTEXT PROGRAM: 1. DELETED/BUY PROG  
SACUM: 1. STAFF 2. EMPLOY STAFF  
STOCK: 1. MOUNT 2. BOOK FAIR  
ISUELL: 1. GAME 2. DIRTWORK  
GAME: 1. UNLOCKING 2. PHOTO HOUSE  
ISUELL: 1. QUIT 2. EXIT TO MAG

**COMMUNICATION**  
CONTRACT SIGNED AND SEALED

DELEGATE TASKS INJAMES STATUS



# SOFTWARE HOUSE



# SOFTWARE HOUSE

**ARCADE ACTION**  
LATEST NEWS AND TOP TEN INSIDE

**HARTMUTH & HARTMUTH**  
ACCOUNTANTS OF REPUTE  
QUARTERLY RETURNS

TAPE DUPLICATING	£6038
ADVERTISING	£5250
ROYALTIES	£9321
OVERHEADS	£12898
STAFF PAY	£17500
MISCELLANEOUS	£2050
PROMOTIONS	£0
<b>TOTAL EXPENDITURE</b>	<b>£52247</b>
<b>TOTAL INCOME</b>	<b>£79647</b>
<b>QUARTERLY TURNOVER</b>	<b>£27406</b>
<b>OPENING BALANCE</b>	<b>£-6832</b>
<b>CLOSING BALANCE</b>	<b>£20574</b>
<b>SALES FIGURES</b>	<b>&gt;</b>

## TOP TEN

1. SCRIBBLE  
2. MITCH DAV  
3. RIMCRAHLER  
4. SOFTWARE HOUSE  
5. BOUNDERS  
6. NINJA ANTS  
7. BOOBARIAN  
8. ZOR  
9. ROCKY VIII  
10. SWIZBALL

**SOFTWARE HOUSE CULT**  
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SACUM: 1. STAFF 2. EMPLOY STAFF  
STOCK: 1. MOUNT 2. BOOK FAIR  
ISUELL: 1. GAME 2. DIRTWORK  
GAME: 1. UNLOCKING 2. PHOTO HOUSE  
ISUELL: 1. QUIT 2. EXIT TO MAG

**COMMUNICATION**  
1. DUPLICATE 2. MONTHLY ADVERTS  
3. GAME PRICE 4. UPGRADE GAME  
5. CONVERT GAME 6. 400 DISTRIB

DELEGATE TASKS INJAMES STATUS



COMMODORE 64  
**BUSINESS  
STRATEGY**

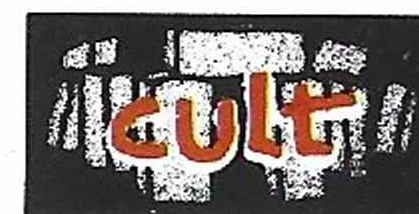
## GAMES CONVERTERS

1. Want to earn top money working from home?
2. Are you competent in machine code on the Spectrum, C64, Amstrad, ST or Amiga?
3. Interested in converting games to your computer. Making games up on your computer or a graphics artist wishing to make up screens on your computer?

If your answers to these three questions is yes, then write to us at the address below, including some examples of your work and we will get straight back to you.

We are constantly looking for new games to publish on any subject. If you think you have a game good enough to publish why not send it to us to evaluate. We will reply as quickly as possible and undertake not to copy your game in any way, shape or form. We offer top rates for games and if we do not like the game maybe we can put you in touch with a company that will.

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COMM  
SH



All the trials and tribulations of  
running your own **Software  
Company.**

Can you be a successful  
Director of an up and coming  
Software House?

You have the program – now  
it's up to you!

**Cult cannot guarantee that all the features are on all the versions.**

Written by J De Salis & T Huggard.

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SOFTWARE HOUSE

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C64

CULT

SHIFT/RUN/STOP